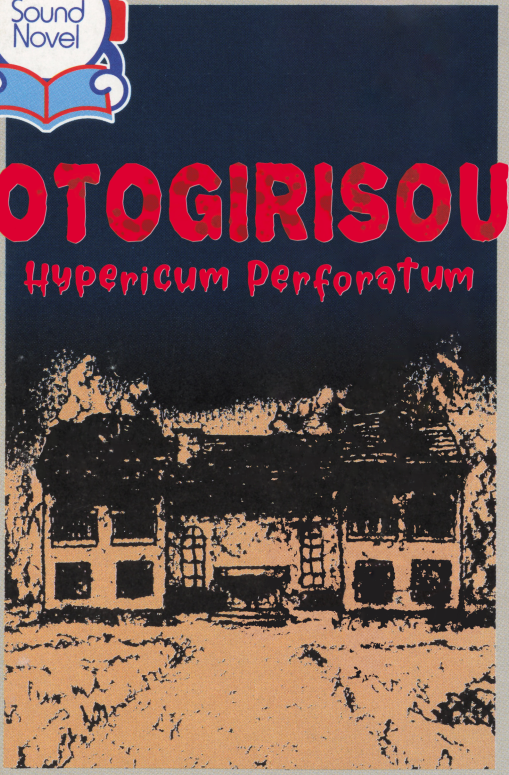
SUPER Famicom
LICENSED BY NINTENDO

Sound Novel

OTOGIRISOU

Hypericum Perforatum



Instruction Manual

SUPER FAMICOM® SHVC-OT

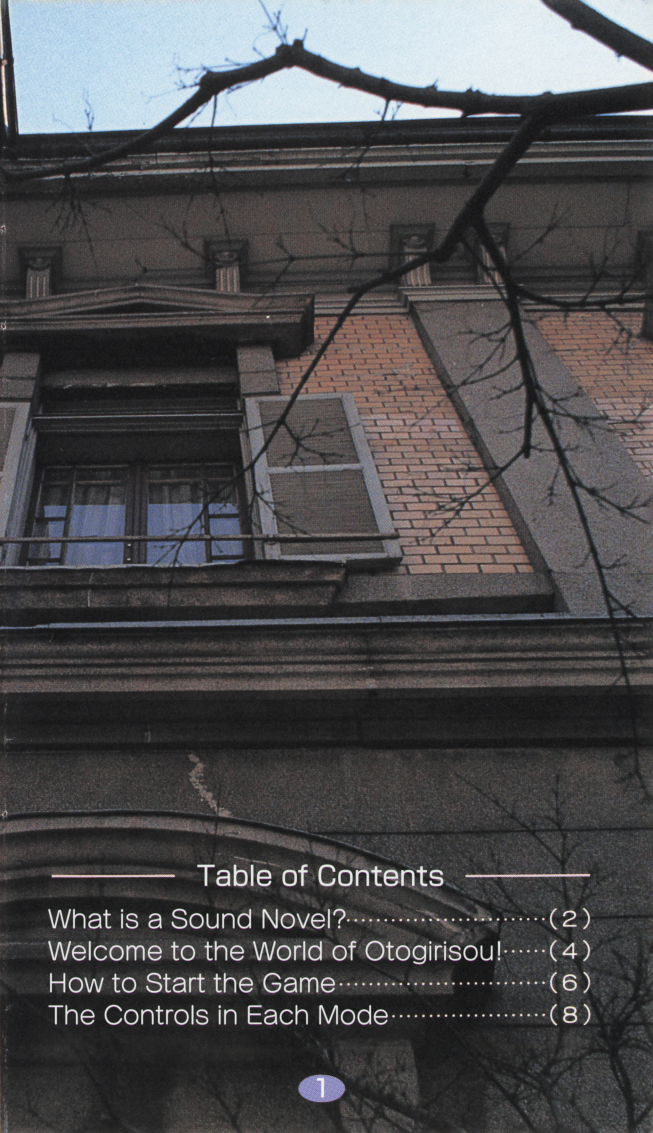
Greetings

Thank you very much for purchasing Otogirisou for the Super Famicom. It is the first title produced under the Chun Soft brand, a beautiful and innovative title which we believe will change the course of computer games. We hope, from the bottom of our hearts, that you will enjoy this new world, brought to you by Chun Soft.

Please read this instruction manual in its entirety so you will be able to use the game properly, and keep the manual stored in a safe place.

Caution Before Usage

1) Please make sure you remove the AC adaptor after you have finished playing the game.
2) Keep as far away from the television as you can while you're playing.
3) Take ten to fifteen minute breaks for every two hours you play, if you are playing for long periods of time.
4) The cartridge contains sensitive components, so please do not keep it stored in areas with extreme temperatures. Avoid anything that might shock the cartridge as well, and never attempt to dismantle it.
5) Avoid touching or exposing the open end of the cartridge to water or other liquids. It may result in a malfunction.
6) Do not wipe the cartridge with paint thinner, benzene, alcohol, or any volatile oils.
7) Always turn off the power before removing the cartridge from the Super Famicom.
8) This is a Super Famicom cartridge. It cannot be used in the Famicom.
9) Displaying a Super Famicom game on a projection TV will burn images into the screen, so never connect the system to one.



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What is a Sound Novel?

A Sound Novel is a new world in the Super Famicom software library, brought to you by Chun Soft. As the name suggests, it's a novel with sounds added. Power it on and start reading, just as you might read one of your favorite books.

Scenery Pictures

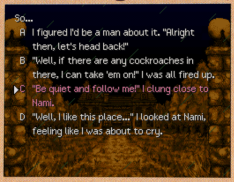
Let us explain how this game is different from an ordinary novel. The first thing would have to be the background graphics showing the events in the story. Among these are what could be described as moving illustrations that tie the tale together using various effects. Of course, these screens make full use of the Super Famicom's hardware, with some realistic animations. We hope that they will inspire your imagination, and that they help bring the story to life.

Powerful Stereo Sound

And there's something else that adds to the atmosphere. The sound. The Super Famicom hardware provides a vast library of sounds, which allows for impressive sound effects and BGM to really give you a sense of presence. Doors creak open, footsteps can be heard coming closer and closer, and even screams have been sampled and reproduced in stereo. This is what provided the inspiration for the name Sound Novel.

Multi-Scenario System

Unlike ordinary novels, this story branches out, allowing for more depth to be added to the tale. At times, you'll have to make decisions that will greatly impact how the story plays out. There are no wrong answers, but even so, a careless move may lead to horrifying results. Your choices don't just impact the events of the story, by the way. There's more than one ending, after all. You can play through it as many times as you like to see all of the different endings.

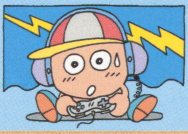


Autosave Function

There's an autosave system in place so you can just focus on reading without worrying about passwords or save commands. Your game will be saved as you play automatically at the last page you've read. Even if the power gets switched off accidentally, rest assured that you'll be able to resume reading from where you were.

How to Enjoy The Stereo Sound

For an even more immersive experience, try listening to the sounds and music in stereo. We recommend using the Super Famicom's stereo AV cable or an S-Video cable. If your television doesn't support stereo sound, you can hook the audio cables to a separate stereo speaker system or cassette player. Stereo headphones are also a good way to experience it.

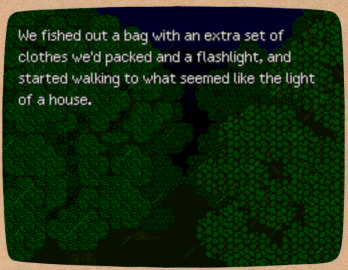


Welcome to the World of Otogirisou!

It's the first sound novel ever, and a thrilling suspense/horror story! Otogirisou is another name for hypericum perforatum (or St. John's Wort), an actual plant with leaves that look like they got hit by a spray of blood.

The story begins as a young couple find themselves entering a mansion in the middle of the woods. Many mysteries await them within it, along with all sorts of strange phenomena. And what truth awaits the two of them in the end...?

One summer evening, a young man and woman were driving down a winding mountain road. You take the role of the young man. The young woman is named Nami. The two of you attend the same college. While driving back home from an out-of-town date, you got into an accident. The car's brakes suddenly stopped working, leaving the car totaled and the two of you clueless about where to go, until you spotted the mailbox of a nearby home. Together, you trudged through the woods, struck by the rain and trembling from the lightning. Nami was looking more and more displeased. Emerging from the woods, you found an old western-style mansion gated off with high walls.



Otogirisou - it's a real plant!

There's a creepy story that many years ago, a falconer cut down his younger brother, splashing his blood upon the leaves of this plant, which really does exist.

It grows in the wild in mountainous regions that get a lot of sunlight. It's about thirty to sixty centimeters tall (or ten to twenty inches). Its yellow flowers bloom from July to September, and it's said that the leaves can be used to stop wounds from bleeding. This plant will play a big role in the story...

A Message from the Author

This production will take people's breath away. I can say that with confidence.

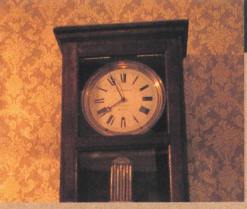
As someone who writes scripts for TV dramas, video games have always been something of a promised land, a new American continent. I thought to myself, "Oh, if only I could make a drama using that medium." I wanted to do it before anyone else.

To be Columbus, to be that first pioneer... To make something that would shift software as we have known it from having gameplay at its core to having drama at its core. I dreamed about what sort of dramas I could tell through the medium of gaming software! It was an exciting dream to have. If it could be done, then it would alter the course of gaming history.

The medium of gaming software can excite and move people in unprecedented ways, to a far greater extent than modern TV, movies, and books have. That's what fired me up about this project. I wasn't alone. I had the brightest minds working with me, the people who brought the legendary Dragon Quest to life were lending me their support. We made it happen. The best team in Japan, the smartest people working together, in combination with some dramatic writing, and it happened. I had faith that it would, and reality now reflects that. Otogirisou, which you now hold in your hands, is our first collaboration, and it is a piece of art that we present to you with the utmost confidence.

Shukei Nagasaka, Fall 1991

Shukei Nagasaka is a script writer and author, born in Aichi prefecture in 1941. He received the Edogawa Ranpo Prize in 1989 for "Asakusa Enoken Ichiza no Arashi." He's currently working as a script writer for TV dramas.



How to Start the Game

Set the cartridge firmly into the Super Famicom and turn the power on. Otogirisou's title screen will appear. Press the start button on the controller, and you'll start on page one.

● First time playing

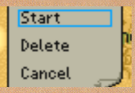
No data exists initially, so you'll enter the naming screen. Consult page nine for more details. Then the story will begin.

● If there is save data

After you've played once before, the save data screen will appear (as depicted below). You can choose your bookmark here using the up and down key and press the Ⓐ Button or Ⓛ Button to resume reading from the page you were on.

● About the bookmarks

On a bookmark, you'll find the player's name, how many times they've progressed to an ending, how many pages you've read, and how many choices you've made. There are three bookmarks, so three different players can progress independently.



After choosing a bookmark, press the Ⓐ or Ⓛ Button to open the window shown on the left, and then use the direction keys and press Ⓐ or L to confirm your choice.

Start ····· Begins/resumes the story

Delete ····· Deletes the bookmark's data

Cancel ····· Closes the window

※There's more than one ending to the story. Please choose different options each time, and play it over and over again.

An Explanation of the Controls

The Super Famicom controller has many buttons, and the function of each button differs depending on which section of Otogirisou you're in. Consult pages eight and nine for more details.

Ⓛ Button

Like the Ⓐ Button, this will turn to the next page or confirm the choices you make.

Start Button

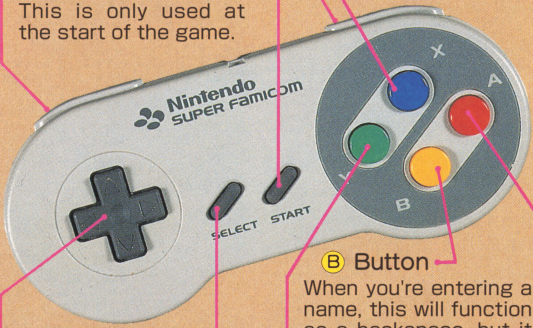
This is only used at the start of the game.

Ⓡ Button

This button isn't used in this game.

Ⓧ Button

This will let you flip back to pages you've read through.



Ⓑ Button

When you're entering a name, this will function as a backspace, but it isn't used during actual gameplay.

Select Button

This button isn't used in this game.

Ⓨ Button

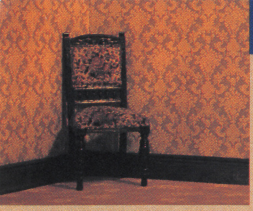
This will let you move forward past pages you've read through.

Control Pad

This will let you move the cursor and make selections.

Ⓐ Button

Like the Ⓛ Button, this will turn to the next page or confirm the choices you make.



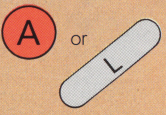
The Controls in Each Mode

Reading Mode

Once you start reading the story, each screen will display the text. This is known as the game's reading mode, and selection screens will sometimes appear here too. In reading mode, you can also turn back to pages you've already read or move forward through them as well.

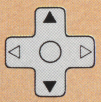
● Advancing the text

When arrows appear between sentences, or a ▼ appears, they will flash.
By pressing the Ⓐ or Ⓛ Button, you'll be able to move on to the next sentence.



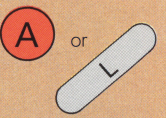
● Making choices

If a selection screen appears, use the control pad to move up and down through the choices. The option you've highlighted will be shown in red text.



● Confirming choices

Once a choice is highlighted, push the Ⓐ or Ⓛ Button to confirm it.



● Turning back/moving forward through the text

You can re-read any text you've read through since the most recent selection screen. When you want to turn back to a previous page, please press the Ⓧ Button. You'll move back one page.

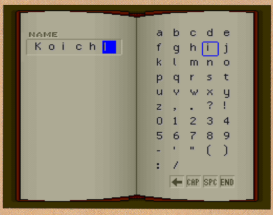
To move forward through the pages you've read, please press the Ⓨ Button.

(Turn back)

(Move forward)

Name Entry Mode

Before you begin, please enter your name in the Name Entry Mode. Your name can be up to six letters long.



Use the control pad and either the L or A Button to choose the highlighted letter/number/symbol/icon. The B Button acts as a backspace.

Below the letters, numbers, and symbols you'll find four icons.

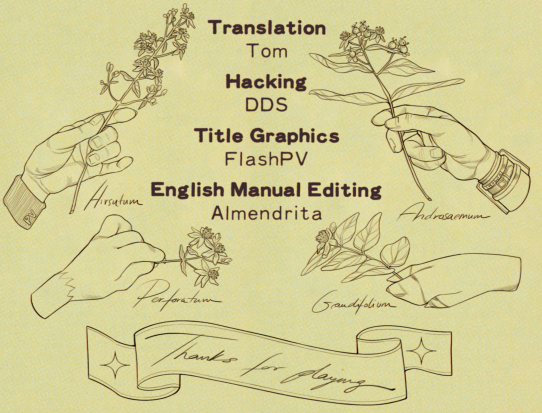
←····acts as backspace (along with the B Button)

CAP····switches between upper case and lower case letters

SPC····adds a blank space

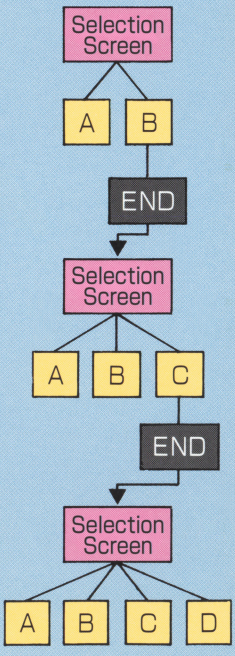
END····confirms the name

English Translation Credits



The story evolves... Multi-Scenario System

Please don't be satisfied with seeing only one ending! The multi-scenario system means that as you make your way through the game multiple times, you can expand the range of possible choices available to you.



On your first attempt, you'll see only options A and B on a selection screen, but after you beat the game, you might see three, or even four options. Not every selection screen will have options added, but the more you play, the more options you'll unlock. In other words, you'll gain access to new storylines and endings that you could never reach on your first playthrough. Please try to find your personal favorite storyline!

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OTOGIRISOU
Hypericum Perforatum

CHUN SOFT

SHVC-OT

Sound Novel

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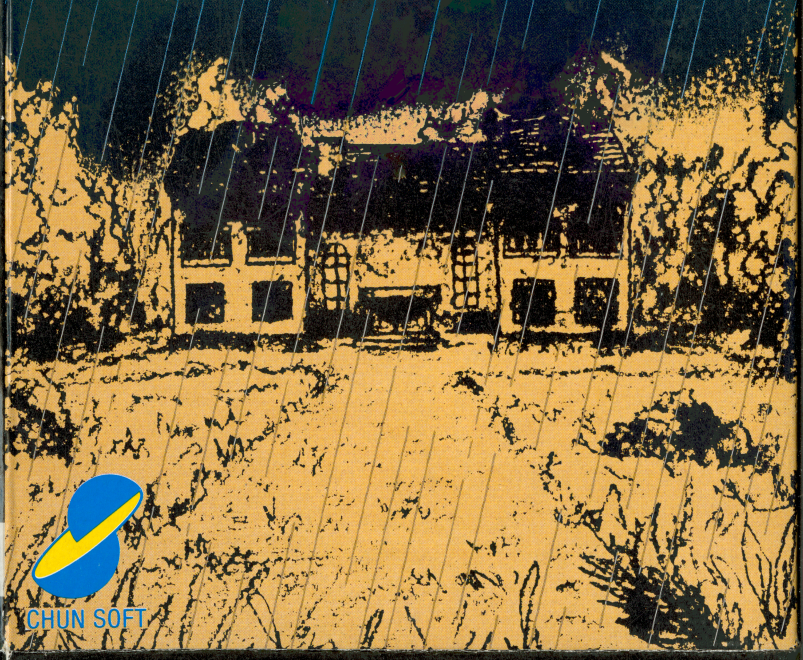

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Welcome to the Sound Novel World!

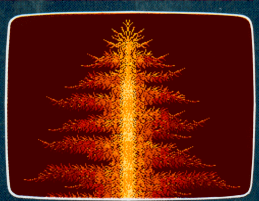
Sound Novel

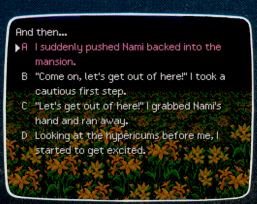
A sound novel is unlike an action game, a shooting game, or an RPG. It's an entirely new genre of game. As you might have guessed from the name, it's a novel with sounds.

There are no high scores, and no Game Overs. It's a world unlike any game you've played before, and we do hope you'll give it a try.

You're the Main Character of This Story!

Realistically sampled sound effects play in stereo, providing a more immersive experience. At certain key points, animated graphics will appear too. Before you realize it, you'll find yourself drawn deeper and deeper into the world of this story.





You'll make the decisions for the main character, and the story will proceed based on the choices you made in this Multi-Scenario System. What you choose can have a big effect on how the story plays out. There are thousands of possible ways to play through the game. You can enjoy playing through your own unique story.

Shock and Horror, Straight to Your Room!

The tale begins as a young couple find themselves setting foot in a mansion locked away in the forest. Within it lie many mysteries and other strange phenomena. Your palms will be wet with sweat as you make your way to the thrilling conclusion, beckoning you into this other world, a world of terror.

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※ This game requires at least a junior high school level reading ability.

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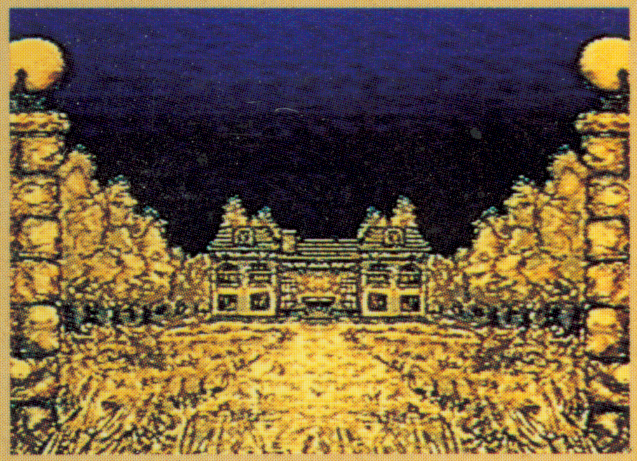

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